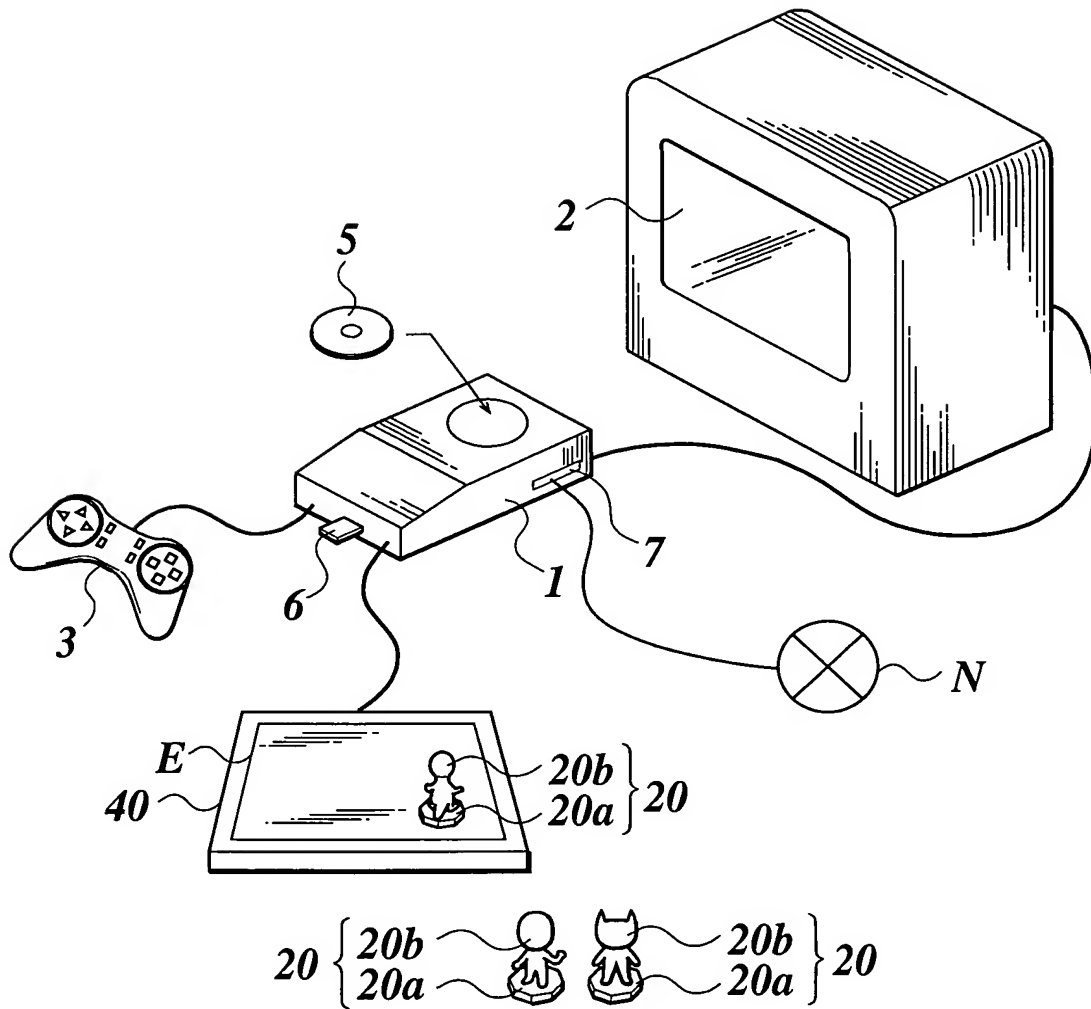
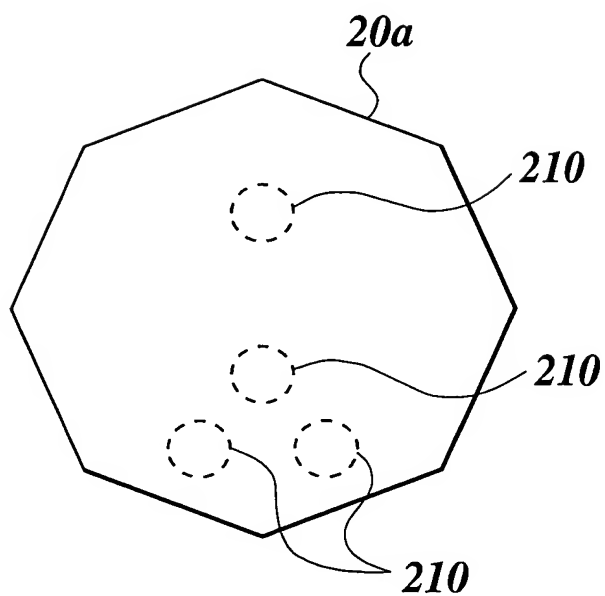


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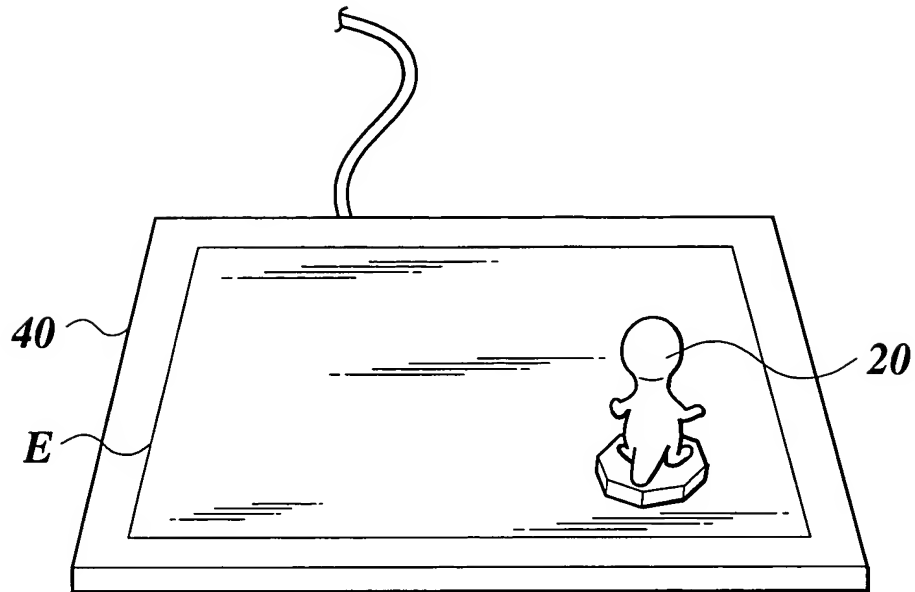
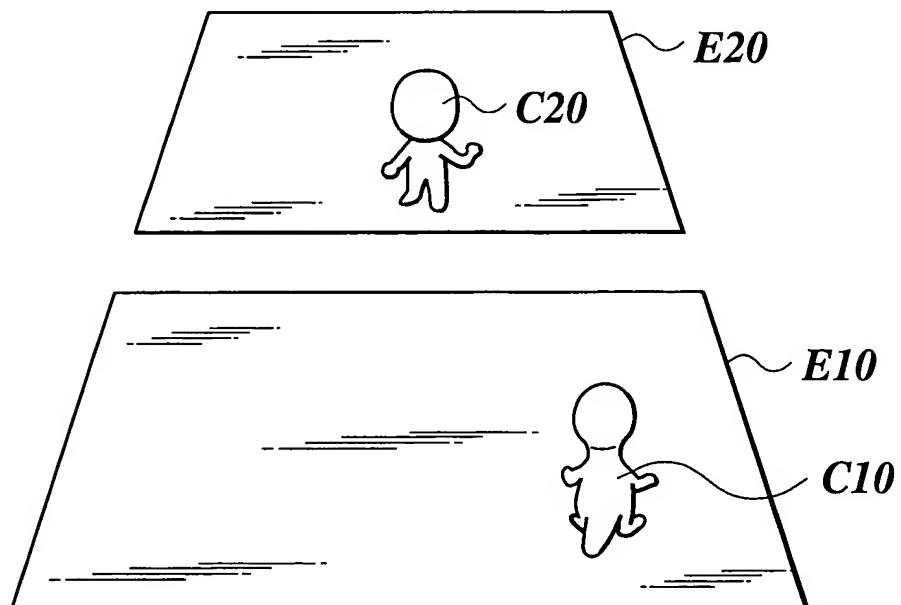
**FIG. 1**

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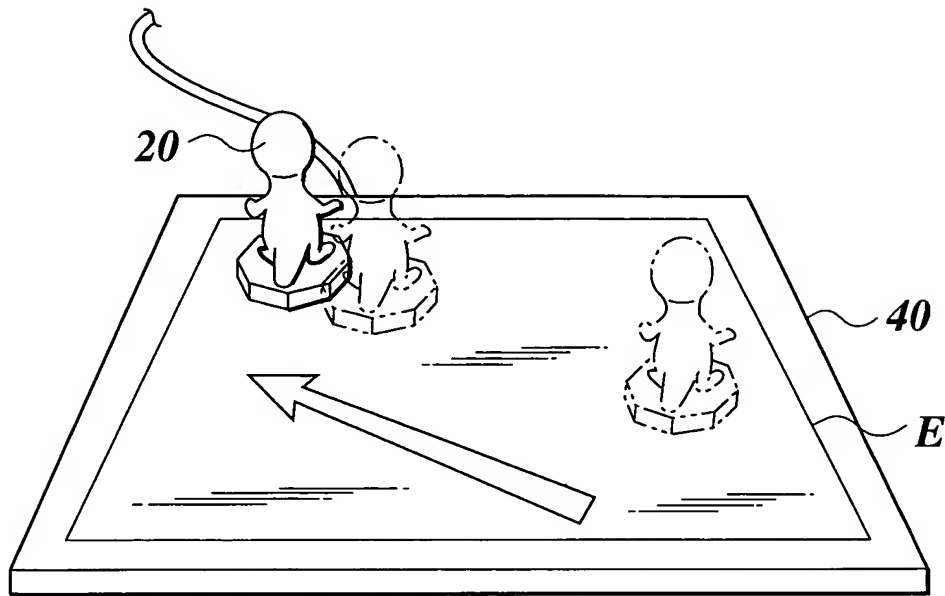
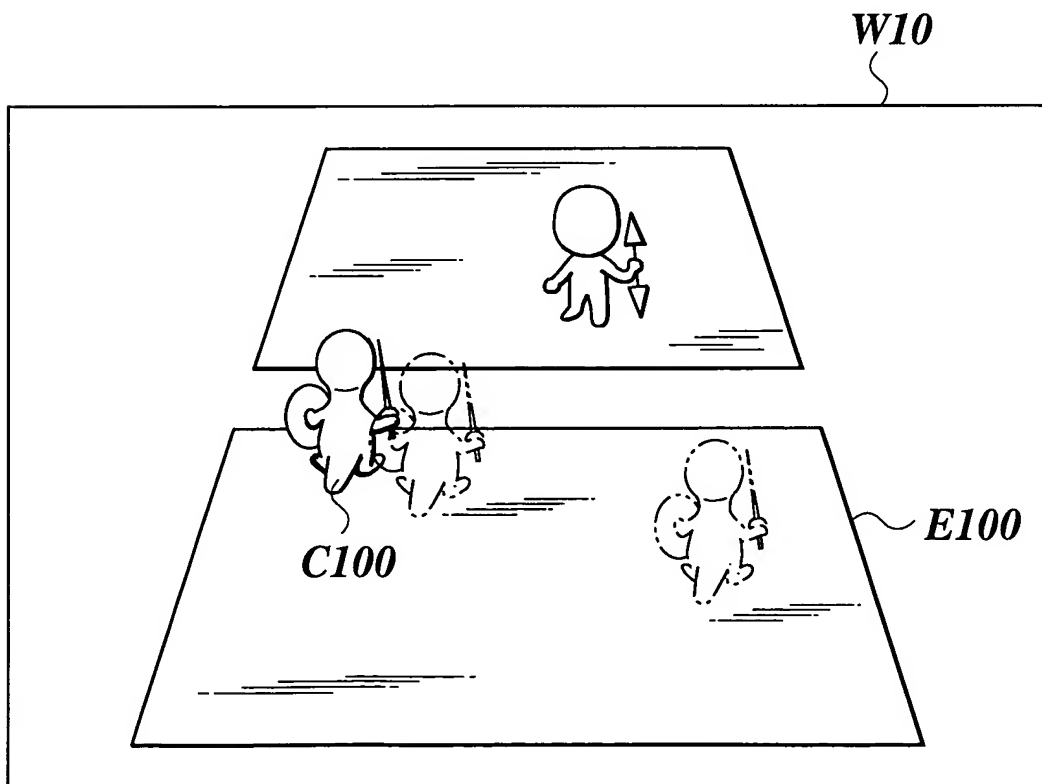
**FIG.2**



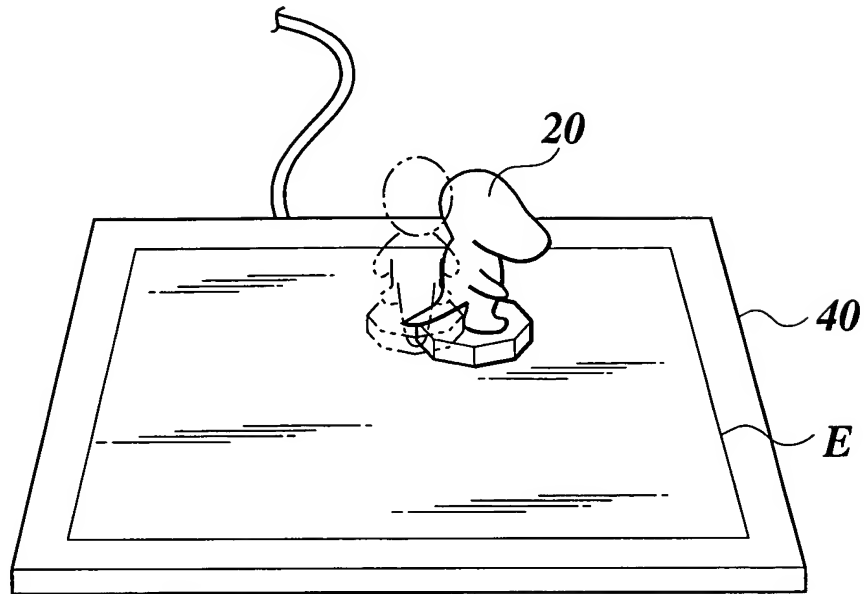
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**FIG.3A****FIG.3B**

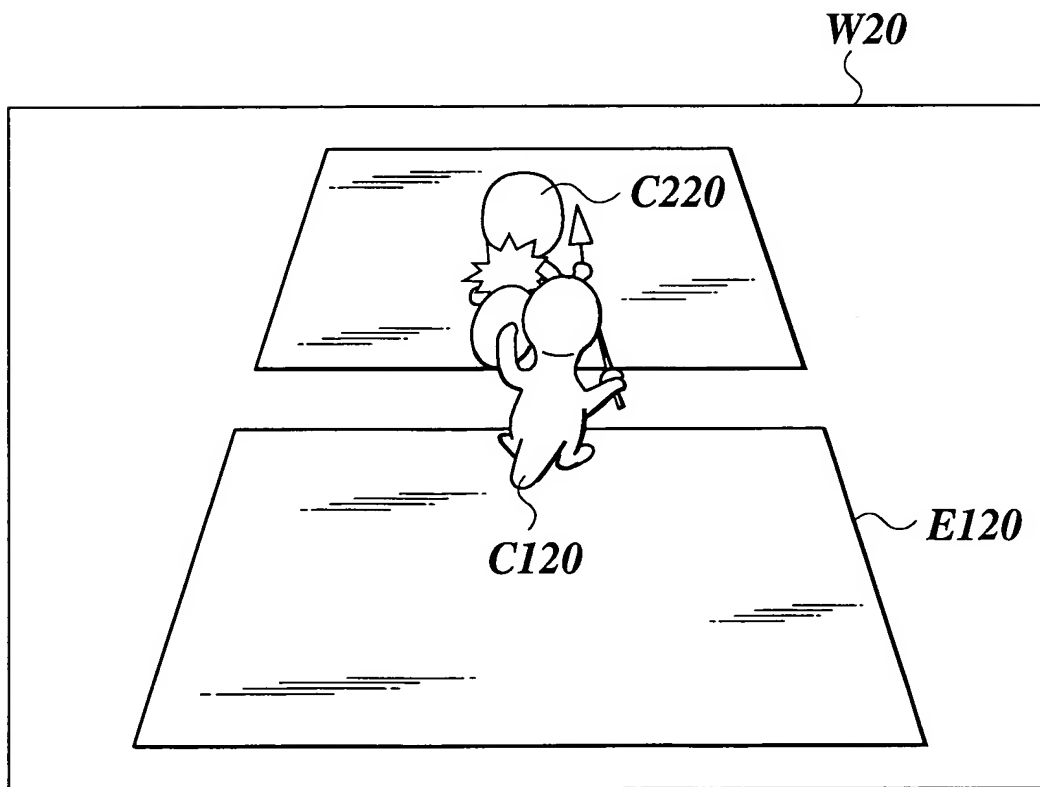
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**FIG.4A****FIG.4B**

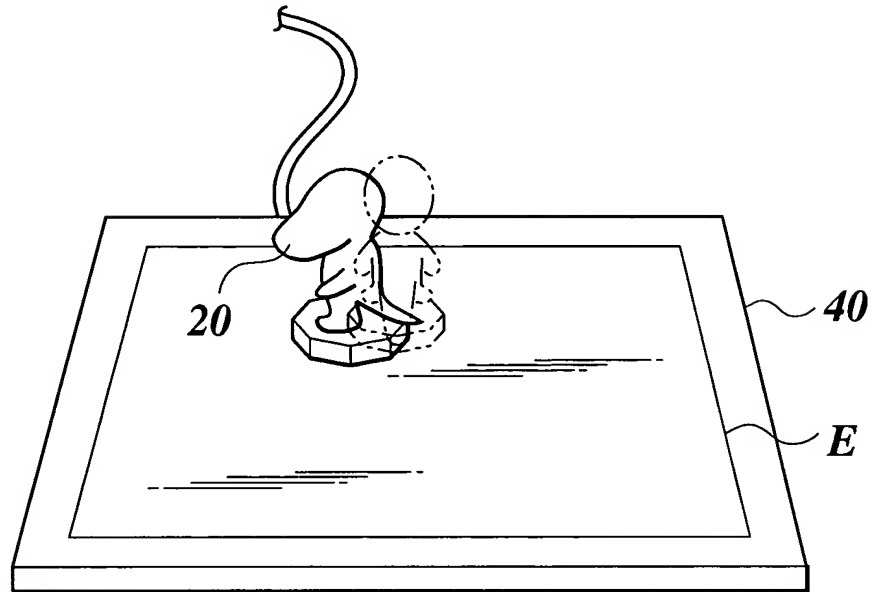
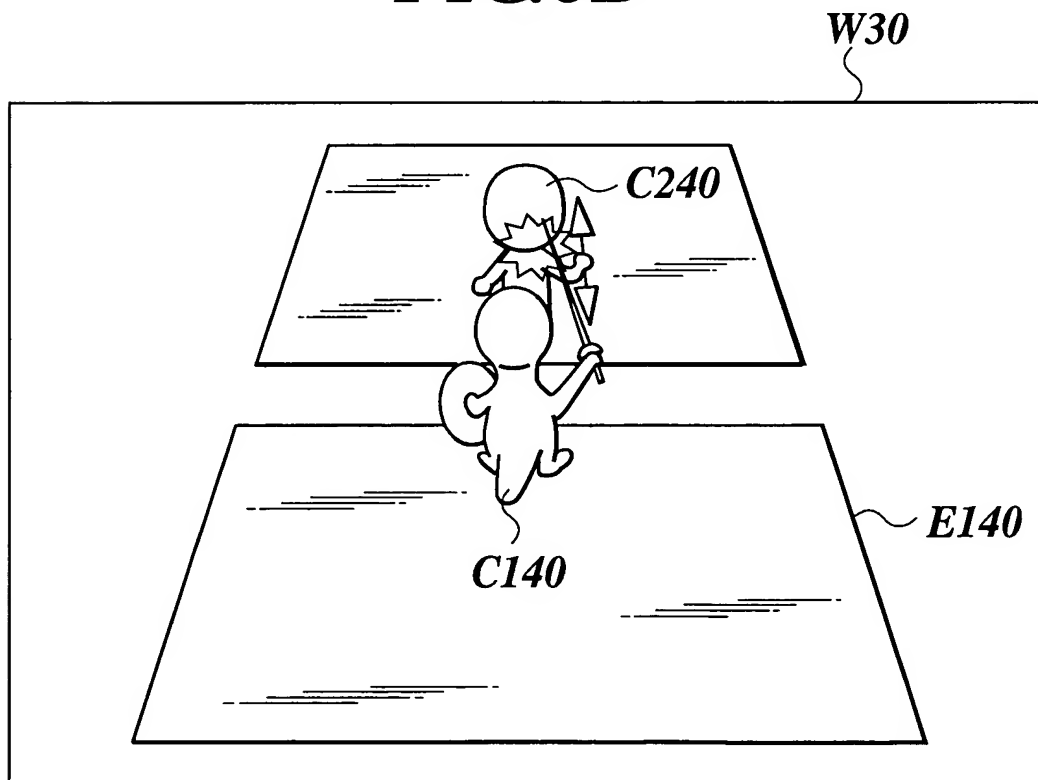
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**FIG.5A**



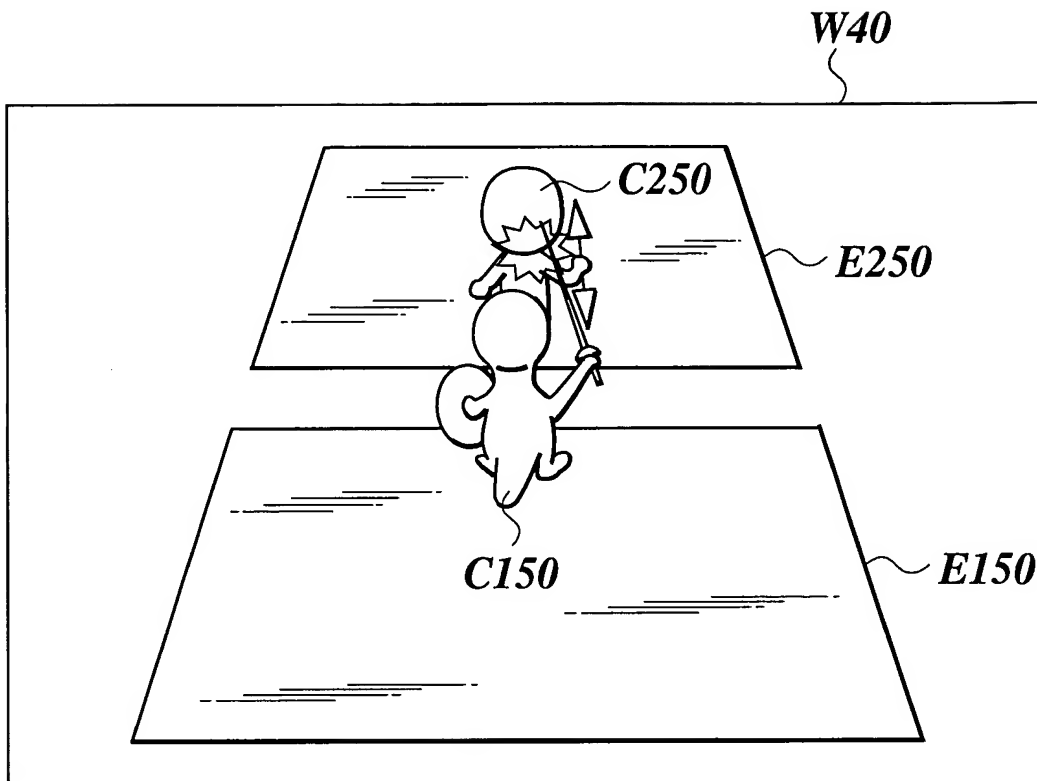
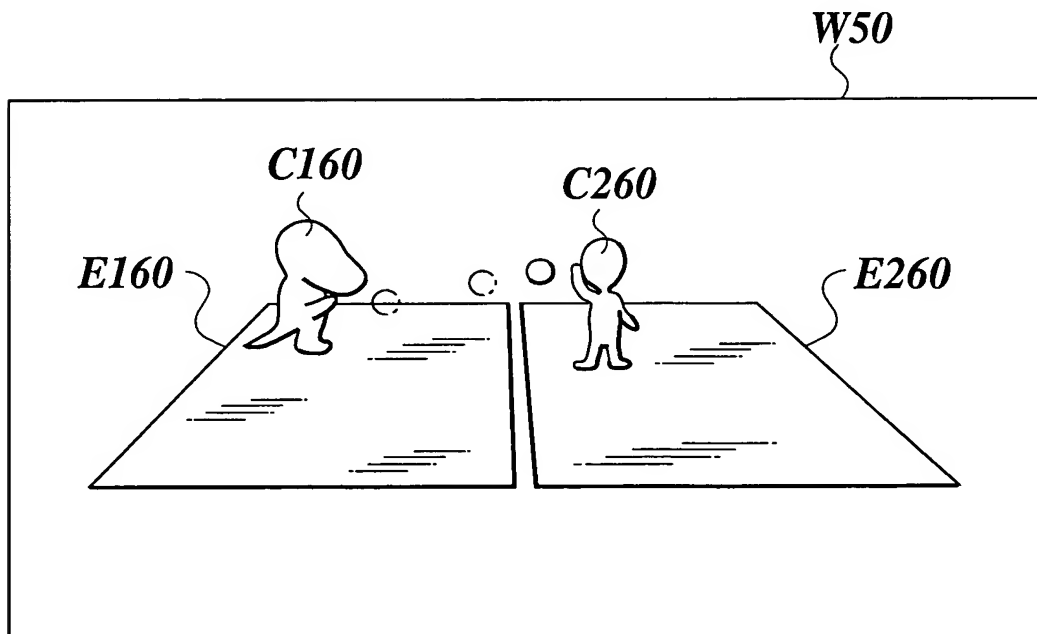
**FIG.5B**



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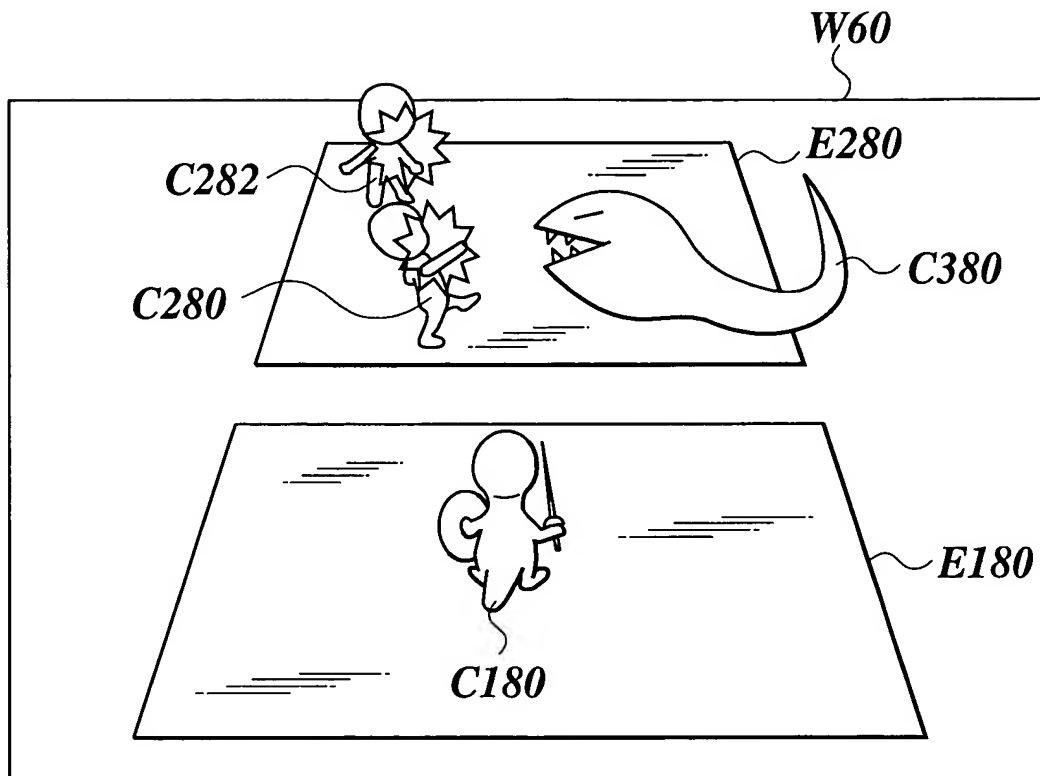
**FIG.6A****FIG.6B**

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**FIG. 7A****FIG. 7B**

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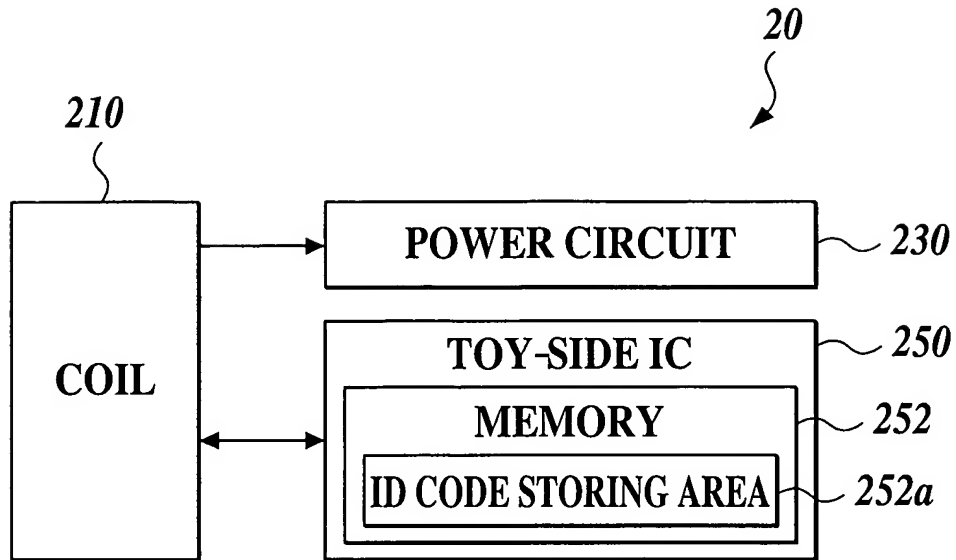
**FIG. 8**





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**FIG.9A**



**FIG.9B**

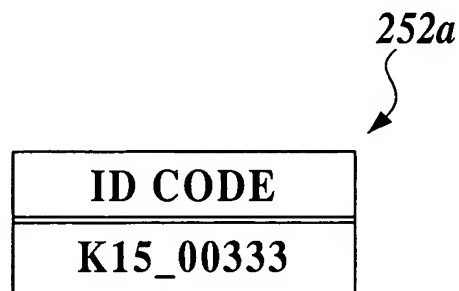
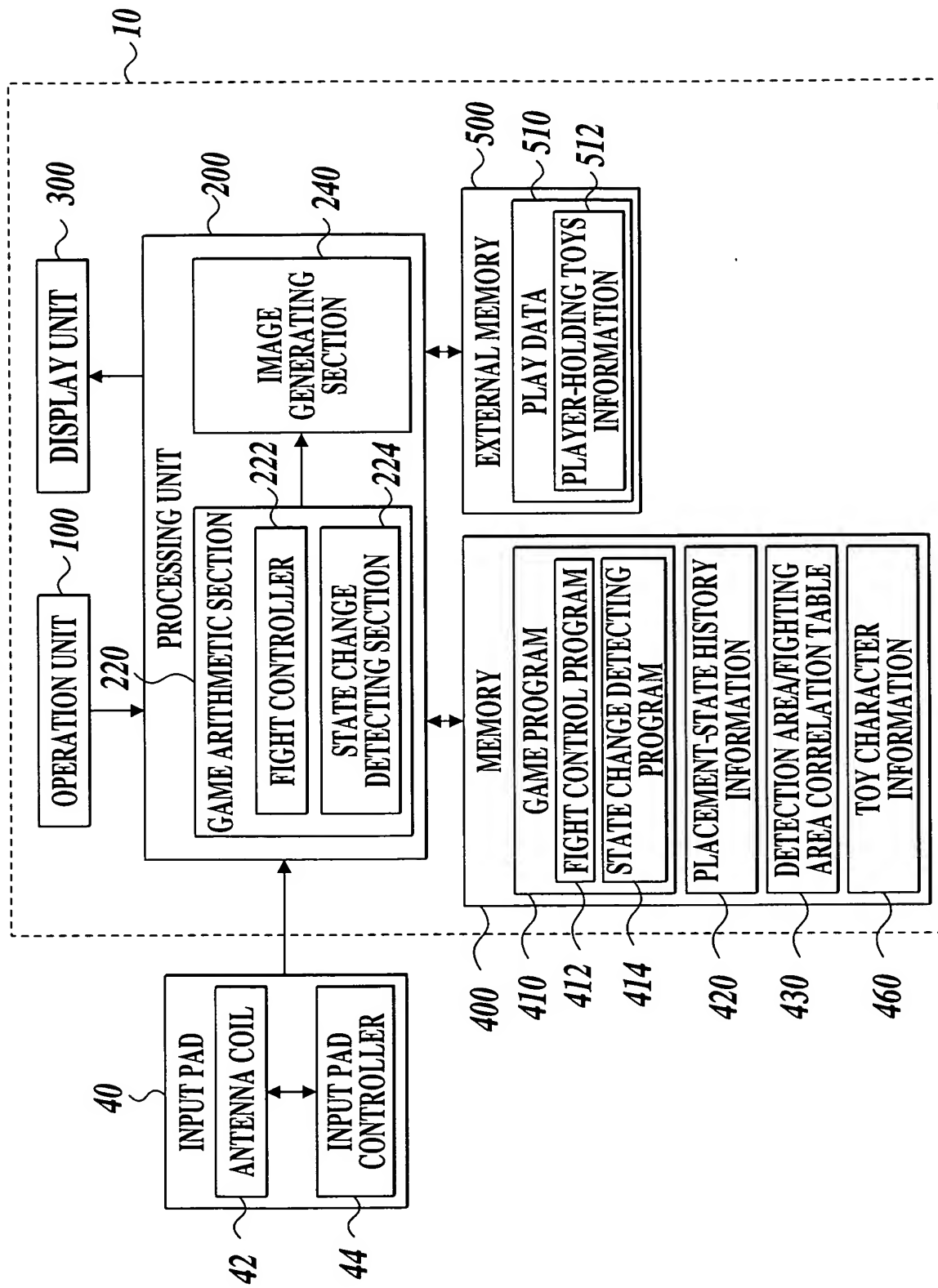



FIG. 10



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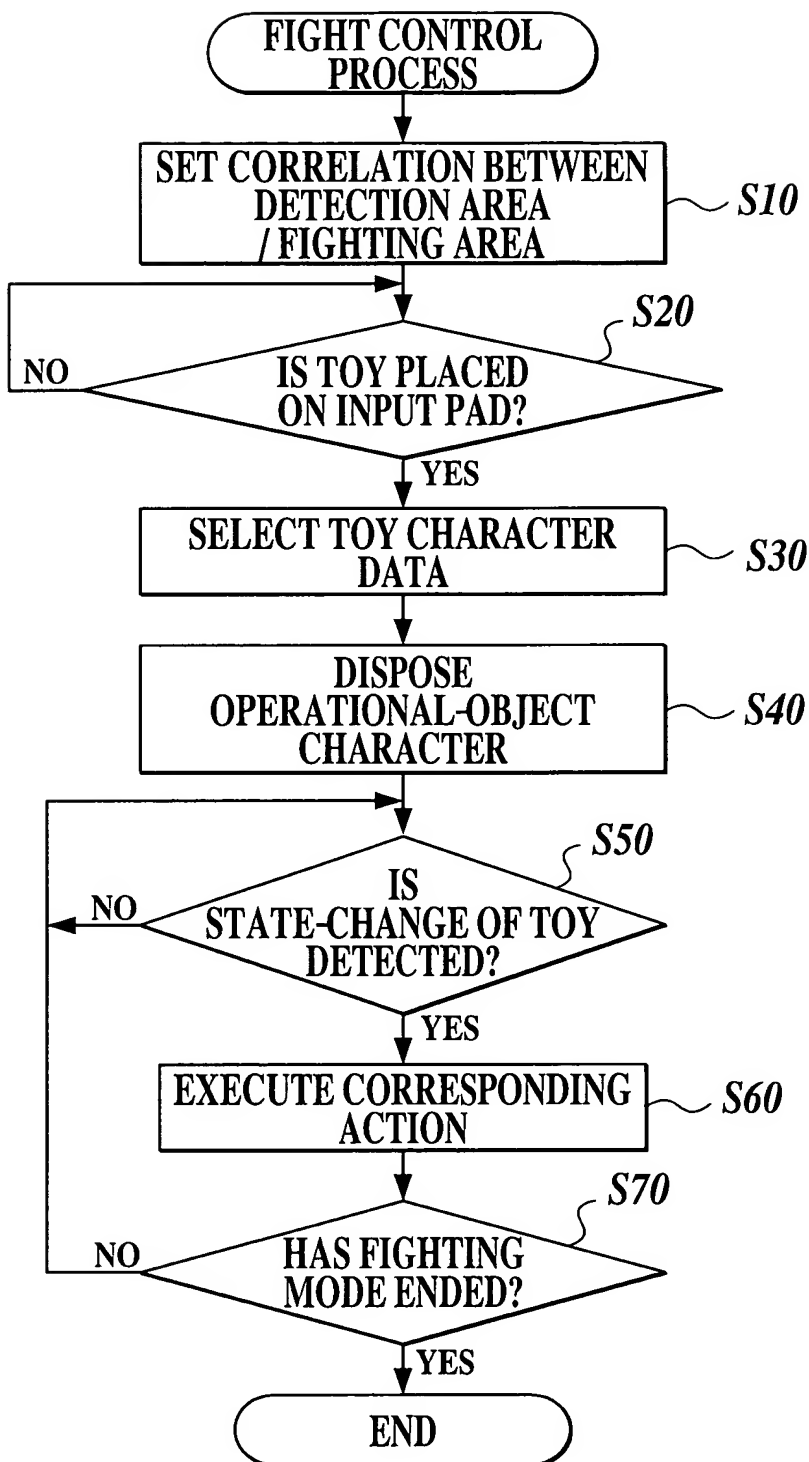
**FIG.11**

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ID CODE	POSITION COORDINATES GROUP
K15_00333	( A <sub>a1</sub> , B <sub>a1</sub> )
	( A <sub>a2</sub> , B <sub>a2</sub> )
	⋮
	( A <sub>an</sub> , B <sub>an</sub> )
K15_00333	( A <sub>b1</sub> , B <sub>b1</sub> )
	( A <sub>b2</sub> , B <sub>b2</sub> )
	⋮
	( A <sub>bn</sub> , B <sub>bn</sub> )
⋮	⋮

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**FIG.12**

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**FIG.13**430  


DETECTION AREA COORDINATE	FIGHTING AREA COORDINATE
( A <sub>0</sub> , B <sub>0</sub> )	( a <sub>α</sub> , b <sub>α</sub> , c <sub>α</sub> )
( A <sub>0</sub> , B <sub>y</sub> )	( a <sub>β</sub> , b <sub>β</sub> , c <sub>β</sub> )
( A <sub>x</sub> , B <sub>0</sub> )	( a <sub>γ</sub> , b <sub>γ</sub> , c <sub>γ</sub> )
( A <sub>x</sub> , B <sub>y</sub> )	( a <sub>δ</sub> , b <sub>δ</sub> , c <sub>δ</sub> )

**FIG.14**

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MODEL CODE	CHARACTER NAME	FIGURE	CHARACTER DATA	ACTION DATA
K01	GIGAROCK	DINOSAUR	GIGAROCK CHARACTER DATA	GIGAROCK ACTION DATA
K02	PICONURSE	HUMAN	PICONURSE CHARACTER DATA	PICONURSE ACTION DATA
K03	HAKU	CAT	HAKU CHARACTER DATA	HAKU ACTION DATA
:	:	:	:	:
:	:	:	:	:
:	:	:	:	:

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**FIG.15**

STATE CHANGE ITEM	ACTION PATTERN	
MOVE	MOVE TO POSITION CORRESPONDING TO PRESENT PLACED POSITION	~ L20
RIGHT-TURN	ATTACK MOTION WITH WEAPON "SHIELD" HELD IN ITS LEFT HAND	~ L22
LEFT-TURN	ATTACK MOTION WITH WEAPON "SWORD" HELD IN ITS RIGHT HAND	~ L24
HIGH-SPEED MOVE	DISTANCE BETWEEN OPERATIONAL-OBJECT CHARACTER AND ENEMY CHARACTER < THRESHOLD VALUE V: DIRECT ATTACK MOTION WITH WEAPON "SWORD" HELD IN ITS RIGHT HAND, DISTANCE BETWEEN OPERATIONAL-OBJECT CHARACTER AND ENEMY CHARACTER $\geq$ THRESHOLD VALUE V: REMOTE ATTACK OPERATION USING WEAPON "STONE" .	~ L26
DOUBLE TAPS	ATTACK MOTION BY DISPOSING SUMMONED CHARACTER	~ L28
.	.	
.	.	
.	.	

# **FIG.16**

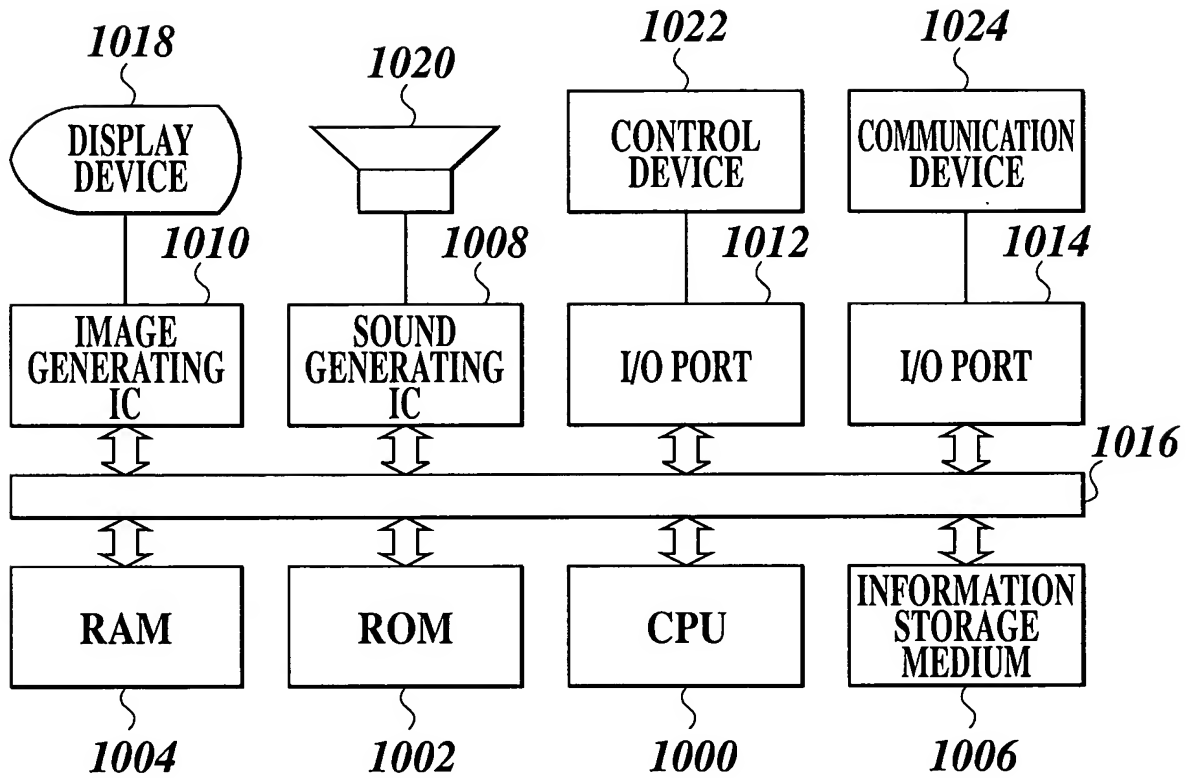
512  


ID CODE	CHARACTER NAME	PARAMETER INFORMATION
K15_00333	ARCHY	PARAMETER INFORMATION A
K03_00073	HAKU	PARAMETER INFORMATION B
⋮	⋮	⋮






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**FIG.17**



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**FIG.18**

STATE CHANGE ITEM		ACTION PATTERN
MOVE	PATH SHAPE : 	MAGIC ATTACK OPERATION BY "MAGIC A"
	PATH SHAPE : 	MAGIC ATTACK OPERATION BY "MAGIC B"
	PATH SHAPE : 	MAGIC ATTACK OPERATION BY "MAGIC C"
	⋮	⋮

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**FIG.19**